

## Didactic Scenario

### 1. Title

Netiquette

### 2. Keywords

kindness, respect, empathy, digital citizen

### 3. Basic Information

**STEAM Subject:** Technology

**Typical interaction time with the instructional scenario in teaching hours for in-school work:** 2 teaching hours

**General description of the scenario:**

<u>Phases</u>	<u>Stage</u>	<u>Time</u>
Responsible digital citizen	Preparatory stage	30'
Netiquette	Implementation stage	35'
Let's be Internauts	Evaluation stage	25'

**Age group:** 9-11 years old, 4th-5th-6th grade in the Greek education system.

**Estimated difficulty level:**

Very Easy	Easy	Moderate	Challenging	Very Challenging
			X	

**Teaching resources**

**Material:** worksheets

**School infrastructure:** Video projector, computers or tablets, internet connection

**Additional material from external sources/online tools:**

- Word cloud:  
<https://www.dropbox.com/scl/fi/nukpg5g5hqybajjhdaz2h/.jpeg?rlkey=bzadilxcua9dz2pi7075xxn2d&dl=0>
- Responsible digital citizen Presentation:  
<https://www.dropbox.com/scl/fi/nr79zrqx3ak7eraq6t630/2..pptx?rlkey=rp3mq6lu0xpgze2k81iygnr0u&dl=0>
- Activity on wordwall : <https://wordwall.net/el/resource/65861304>
- Link to join the presentation: [https://www.classpoint.app?code=INF\\_01](https://www.classpoint.app?code=INF_01)
- Video - Netiquette rules: <https://saferinternet4kids.gr/video/netiquette/>
- Activity on quizizz:  
[https://quizizz.com/admin/quiz/6564c4d493d9e1f77b94a48e?source=quiz\\_share](https://quizizz.com/admin/quiz/6564c4d493d9e1f77b94a48e?source=quiz_share)
- Simulation: [https://beinternetawesome.withgoogle.com/el\\_gr/interland](https://beinternetawesome.withgoogle.com/el_gr/interland)
- Crafting-hero: <https://www.dropbox.com/scl/fi/wd153ymok1tdgf4dkfyok/paper-internaut.pdf?rlkey=dvhdps5evvopyqbxx0wnb0p&dl=0>
- Information about the presentations: <https://saferinternet4kids.gr/>

**Differentiated Instruction for students of differing abilities and learning styles in the same class:** N/A

**Developed by:** Mitsiou Anastasia

#### 4. Educational Problem

Students will be able to learn to express their kindness and empathy to others, as well as how to react to negativity and harassment. The above qualifications are essential for building healthy relationships, for reducing bullying, depression, school difficulties and other problems. During online conversations, students find it difficult to identify the social dimensions of an insinuation. Being constantly "connected" could bring about, not only a sense of comfort but a sense of anxiety as well. The scenario requires familiarization of students with basic computer skills as well as participation in software such as ClassPoint and platforms such as quizizz and Worwall.

## 5. Learning Objective (-s)

1. Identify what it means to have a positive attitude towards internet and in life.
2. Having empathy when interacting online.
3. To be informed about who is considered a responsible digital citizen.
4. Be able to ask for help if they see something upsetting online.

## 6. Phases of the Scenario

### Phase 1

**Title:** Responsible Digital Citizen

Indoor	Outdoor	Mixed
X		

**Phase duration in minutes:** 30'

#### Detailed description of the scenario phase:

The course will be held in the computer lab. A word cloud is displayed on the class board and a plenary discussion on the topic of the scenario will follow. The aim is to control the extent to which students are familiar with the concepts. This is followed by a presentation using ClassPoint where teacher-students will work interactively (word puzzle, quiz, short answers). There is a debate about the 'responsible digital citizen', what elements make digital citizens responsible and what are their rights when searching information online. Finally, students will try to know their rights and obligations on the internet, through online activity on the platform: <https://wordwall.net/el/resource/65861304> following the corresponding link.

#### Activity sheets:

Student participation in ClassPoint through the presentation  
Online work on the platform <https://wordwall.net/el/resource/65861304>

### Phase 2

**Title:** Netiquette

Indoor	Outdoor	Mixed
X		

**Phase duration in minutes:** 35'

#### Detailed description of the scenario phase:

Students watch a video entitled: Netiquette. At this point there is a discussion about proper behavior on the internet as well as the way they should act in case something bothers them or something upsetting happens on the internet and what they should do if they find that a friend or classmate is cyberbullied. After possible misunderstandings are explained, the teacher will continue to use the platform [www.quizizz.com](http://www.quizizz.com). When the live quiz starts, students log in to the task by entering the pin that the teacher will reveal before starting the task.

**Activity sheets:** Online work on the [www.quizizzplatform.com](http://www.quizizzplatform.com).

### Phase 3

**Title:** Let's become Internauts in the "Kind Kingdom "

Indoor	Outdoor	Mixed
X		

**Phase duration in minutes:** 25'

#### Detailed description of the scenario phase:

In this phase of the scenario, the teacher introduces the adventure-packed online game Interland, where the children will have the opportunity to play with by using their prerequisite knowledge. Interland is an adventure-packed online game that puts the key lessons of digital citizenship and safety into hands-on practice. By playing, children help "Internauts" to accomplish various missions, such as fighting off malicious hackers, phishers and bullies, practicing the skills they need in order to be good citizens of the digital world. The students in our didactic scenario will work more specifically in the "Kind Kingdom" where "cool behavior" is the good behavior. In addition, as homework, children could do crafting using a photocopy of the heroes- Internauts of the game.

#### Activity sheets:

1. [https://beinternetawesome.withgoogle.com/el\\_gr/interland/landing/kind-kingdom](https://beinternetawesome.withgoogle.com/el_gr/interland/landing/kind-kingdom).
2. Papercraft  
<https://www.dropbox.com/scl/fi/wd153ymok1tdgf4dkfyok/paper-internaut.pdf?rlkey=dvhdpts5evvopyqbxx0wnb0p&dl=0>.

## 7. Evaluation Methodology

**Initial:** Conducted through guided discovery and question-and-answer discussion (What does online politeness mean to you?).

**Formative:** It is carried out continuously in all phases, where questions are asked through a trial-and-error process.

Final: Held at the end of each phase. In the first phase with a short interactive exercise on the platform <https://wordwall.net/el/resource/65861304> as in the presentation where with the help of ClassPoint the students' participation is achieved, in the second phase with a live quiz on the [www.quizizz platform . com](http://www.quizizz.com) and in the third phase with an online game on the platform [https://beinternetawesome.withgoogle.com/el\\_gr/interland](https://beinternetawesome.withgoogle.com/el_gr/interland).

## 8. Additional Resources for the teacher

Folder: Netiquette \_ Additional resources for the teacher